

# RIFLES IN THE PACIFIC



A SOLITAIRE GAME  
SET IN THE PACIFIC THEATRE OF WW2  
BY GOTTARDO ZANCANI

TINY  
BATTLE

# MISSION 1: JUNGLE PATROL

## EVENT TABLE

	Daytime: Nothing. Night: Flares! (add +2 to the next [Night Range Table] roll)
	Daytime: Nothing. Night: False sighting; the next unit/Group that is activated must attack this stripe (spending one AP) even if there are no Enemies here.
	Roll on [Patrol Table] on the Army Sheet
	Enemy: LMG with <b>COVER</b> on the previous Stripe.
	Sniper on <b>TREES</b> at two stripes distance in LOS (no blocking stripes between the Sniper and the unit(s) that triggered the Event). Otherwise on the previous stripe: see box for the Sniper attributes.
	Nothing, just rain.
	Enemy: Rifle on <b>TREES</b> on previous stripe.

Your team has been ordered to patrol a jungle sector, gathering info about the enemy forces.

**Map:** A

**Objective:** Reach Stripe #1.

**Game turns:** 10

**Setup:** Pick Event Markers 1 through 8. Place one random marker on each stripe.

**Variable Mission Time:** Roll to determine if the Mission is played during the Night (using the Night rules) or during Daytime (no modifiers)

**Daytime**  
 **Night**

## TERRAIN TABLE

Stripes	Die Roll			
<b>1-2</b>				
	Open			
<b>3-4</b>				
<b>5</b>				
	Open			
<b>6</b>				
	Open			

## ENEMY ACTIVATION TABLE

Die Roll	Effect
	If the activated Group contains Suppressed units then Rally. Otherwise Attack nearest target group.
	If there's a Target Group in range, Attack nearest Target Group. Otherwise, <b>COVER</b> .
	If there's a Target Group in range, Attack nearest Target Group. Otherwise, Advance.
	If there's a Target Group at Range 1 or 0, Advance (if needed) then Close Combat. Otherwise, <b>COVER</b> then Attack Target.
	Remove <b>COVER</b> counter from Target Group (if any). If Target Group is at Range 1, Advance then Attack. Otherwise, <b>COVER</b> then Attack Target.

## ENEMY PRESENCE TABLE

Die Roll	Effect
-	Nothing
	Roll on the [Patrol Table] on the Army Sheet

## TARGET TABLE

Die Roll	Group Selection
	Smaller Group
	Larger Group
	Group with MG, Mortar or Larger Group

Die Roll	Unit Selection
	Unit with lower TN
	Unit with higher CF: if attack cannot cause damage then select unit with lower TN

## SNIPER

**Weapon:** Scoped rifle  
**Range:** 3  
**CF (Base):** 2  
**TN:** 7  
Starts **HIDDEN**  
(See rules Section 5)

# MISSION 2 : RIVER BANK

## EVENT TABLE

	Deploy Group 1
	Deploy Group 2
	Deploy Group 3
	Enemy: (1-2) 3xRifles (with one grenade) (3-4) Mortar on Stripe #2 (5-6) HMG on Stripe #2
	Nothing

Your team has been ordered to defend the river bank. Enemy forces are moving in this direction and you must stop them.

**Map:** A

**Objective:** Defend the river bank for 12 turns.

**Game turns:** 12

**Setup:** Pick Event Markers 1 through 6. Place two random markers on Stripe #1 through Stripe #3. You can freely setup your units in Stripe #5 or Stripe #6. Place a Barbed Wire [OBSTACLE] markers in Stripe #3 or #5 (see HQ Support below).

**Special Rules:** Each Turn, in the Enemy Presence Check phase, reveal the two EMs nearest to your units. If all the EMs have been revealed, roll on the [Enemy Presence

Table] even if there are Enemy Units already present on the Map. When you draw EM 1, 2 or 3, generate the Attacking forces using the [Attacking Forces Table].

**HQ Support:** You receive a free Anti-Tank team from the Platoon HQ. Roll on the [Anti-Tank Team] table on the Army Sheet to determine the team composition. In addition, you have two Barbed Wire markers to deploy.

**Special Terrain:** Enemy units adjacent to Wire can only attempt to remove the [OBSTACLE]; while adjacent to it the unit(s) suffer a DRM of +1 to any Attack against it. See 3.5.3 for additional details.

## TERRAIN TABLE

Stripes	Die Roll		
1-2			
	Open		
3			
	Open		
4			
5-6			
	Open		

## ENEMY ACTIVATION TABLE

Die Roll	Effect
	If the activated group contains Suppressed units then Rally. Otherwise, Attack nearest target group.
	If there's a Target Group in range, Attack nearest Target Group. Otherwise, <b>COVER</b> .
	If there's a Target Group in range, Attack nearest Target Group. Otherwise, Advance.
	If there's a Target Group at Range 1 or 0, Advance (if needed) then Close Combat. Otherwise, <b>COVER</b> then Attack Target.
	Remove <b>COVER</b> counter from Target group (if any). If Target Group is at Range 1, Advance then Attack. Otherwise, <b>COVER</b> then Attack Target.

## ENEMY PRESENCE TABLE

Die Roll	Effect
	Nothing
	Roll on the [Patrol Table] on the Army Sheet

## TARGET TABLE

Die Roll	Group Selection
	Smaller Group
	Larger Group
	Group with MG, Mortar or Larger Group

Die Roll	Unit Selection
	Unit with lower TN
	Unit with higher CF; if attack cannot cause damage then select unit with lower TN

## ATTACKING FORCES TABLE

	G1: Leader(SMG)+LMG+Rifle G2: 3xRifles G3: 3xRifles (with one grenade)
	G1: Leader(SMG)+LMG+Rifle G2: 4xRifles G3: 2xSMG (with one Grenade) +Flamethrower
	G1: Leader(SMG)+LMG+Rifle G2: 3xSMG (with one Grenade) G3: Tank